



Volume V, #12

## BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave  
When first we practice to deceive."

---Sir Walter Scott---



10 Dec 95

### HAPPY HOLIDAYS!

Ms Nar and Boris wish all our subscribers a wonderful holiday season.

Bill Wordelmann has emerged triumphant with a runaway victory in SILVERTON. This will free up two pages for other mayhem. But for what?

The response to the call for "On Deck" sign ups was diverse and largely underwhelming. No game made a quorum, although BRIT and CIV came close. Nonetheless, with space opening up by the finale of SILVERTON and with both "Utnapishtim" and BRITANNIA (and possibly DUNE and "Boris VIII") finishing in the next two or three months, 'tis time to start something anew:

**ANNOUNCING THE START OF "BORIS X",** a game of regular DIP. Already signed up are Gunar, Boyum, R. Fisher, and Morrison. I have country preferences on file for Seth and Pete; I'll need them for Ron and Wayne. Need 5 more players to start, so if interested, let me know soonest and state your country preferences from 1st to 7th.

If there is sufficient interest, we'll also run a game or two of "Gunboat DIP". For the uninitiated, this is DIP played anonymously. Since the players don't know who else is playing, negotiations (if any) can only be conducted through Press (if allowed). This ought to be a natural for most of our DIP players as they don't seem to negotiate much anyway. Players interested should let me know soonest, state your country preferences, and give your druthers whether it will be a press or no-press game. If only enough players for one session, majority rules; if enough for two or more sessions, I'll try to match druthers. If you'd be willing to play in more than one game so indicate.

I had intended to publish house rules for postal (Adv) CIV on p 21, but after an hour of frantic searching, when I finally found them, how the OM generates the Market Phase allowable trades is a complete mystery to me. Instead, we'll publish a copy of the COLONIAL DIPLOMACY conference map to whet the appetites of you DIPPers.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "There may or may not be a God; I may or not believe in Him. The only way I can lose is if there is a God and I don't believe in Him. Therefore I shall believe in Him and minimize my downside risk." -- Pascal, as quoted in *Roma II*.

Bill Wordelmann has a new E-mail address.

The *River City Railway Gazette* #8, Mike Quist's 'tine of railroad games has finally arrived. He's in desperate shape for some standby players for 18xx, SILVERTON, MERCHANT OF VENUS (which, after all, is RAIL BARON in disguise), and RAILWAY RIVALS. Boris is especially interested in 1829 (North) players as the enrollment therein has gone sub-critical. If you want to take a shot at the die Spider, contact Mike (see sub & e-mail lists).

### BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award goes to Jack Shacklett for his *Munich Muncher* article in "Boris IX", earning an extra issue.

Last month's Ms Nar SuperSudey Bomb will be retroactively lobbed at Boris: "Just too many bone-headed errors for something I copublish. You beamireh my name. Arachnid". Being filled with holiday spirits, Ms Nar will award no Super-Sudey Bomb this month.

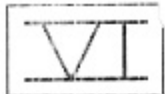
**PERSONAL COMMUNICATIONS HERE (MAYBE):**

**DEADLINE FOR MOST GAMES IS NOON (CST) 6 JAN 96**



## NEAR EQUALITY ACHIEVED! RUBLE RISES, KRONER FALLS

Fall 1916



199485

**WALL STREET JOURNAL**—The *Infendans* goes on. Austria waxes, England maintains, and Russia waxes. Next year could see virtual equality, a 12-11-11 split, attained. Russia appears to be independent, but that could be quickly countered if the Austrian and English decide to cooperate. The critical question: "Was the Russian occupation of BUL part of a *quid pro quo* for KIE or is the Tsar beginning his stab?"

### TROOP MOVEMENTS

Austria retreats F NRG to EDI. England retreats A KIE to HOL.

AUS (Morrison): [F Edi-Nth][r-???], A Kie H, [A Mun S A Kie], A Sil S A Mun, F Tus-Tyn, [F Tun S F Tus-Tyn][r-???], A Tri S A Mun, [A Pie-Mar], F Lys S A Pie-Mar, A Gas H, [A Ven-Pie], F Alb S A Gre, A Nap H, A Dec H(w).  
ENG (York): F Cly-Edi, F Nth S F Cly-Edi, [F Bal-Ber], F Den S A Hol-Kie, F Nrg-Shy, A Rah S A Bur-Mun, [A Bur-Mun], F Spa[so] S A Mar, [A Mar S A Bur], F Naf-Tun, F Wes S F Naf-Tun, [A Hol-Kie].  
RUS (Anderson): A Pru S A Ber, A Nwy-Swe, A Ber S AUS A Kie, F Aeg-Bul[so], A War-Gal, F Ion-Aeg, A Fin S A Nwy-Swe, F Bar-Nrg.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; neu = unit not so ordered; nap = no such place; neu = no such unit; nar = no vote received; oth = off the board; otm = unit on the move; r-??? = unit is dislodged; u = unordered. Austrian F EDI must retreat either oth or to YOR. Austrian F TUN must retreat oth or to ION.

### SUPPLY CENTER CHART

AUS: Bul T/ Ser Kap Rom Ven Vic Gee Mun Par - Bul Rum - Tun + Kie (12) Tear 1 +  
ENG: Edi Lon Lpt Hol Bal - Kie Den - Swe Bro Par Mar Spa + Nwy + Tun (12) Even  
RUS: Mos Ber War Goo Sny Ank - Nwy 3CP Ber + Bul + Swe (10) Build 2

\* If one Austrian fleet retreats oth, Austria is even; if both retreat oth, may build 1.

Do the next time are orders for the retreats, builds/tears, and for Spring 1917. Shall we try an accelerated deadline again? If so, 23 Dec.

### EMBASSY BEAT

**DOWNTOWN:** Our most soggy sovereign, Ma Nar, has declared her displeasure with the lack of press generated by the principals. "They better watch out; they better not cry/If they didn't submit some press/Their \_\_\_\_\_ will die!"

### ALDA-CHUR

**FALL 1916 ACTION:** The kroner falls to \$12 while the ruble rises to \$10.

Company	\$	Kroner	Pounds	Rubles	Value
PRB	3	0	0	\$67	\$5673
RVE	13	0	958	15	\$4459
WCMEX	1	0	333	0	\$3927
NEWBOT	4	162	0	74	\$3095
USED	0	185	20	0	\$2436
RETW	2293	0	0	0	\$2293
CCH	1	80	0	0	\$ 951
SCG	10	73	0	0	\$ 836
LAT	0	0	0	0	\$ 0

**LEGEND:** CCH = Corporation for Currency Holding, PROG = Federal Reserve Option and Guarantees, NEWBOT = Neenah World Board of Trade, PRB = People's Revolutionary Bank, RETW = Retired Wayne, RVE = RV Exchange, USED = Uranian Sireus Exchange & Repository, WCMEX = Werdelmann's Monetary Exchange.

The Alda-Chur Bourse is open next season.

### STELLAR CONQUEST

The games are presently awaiting:  
1) ESH GORDON—Combat orders for Turn 42.  
2) MOR WASTAF?—Combat orders for Turn 39.

Please expedite your orders. Let's finish these by the 1st of March.



# ITALY OUT! RUSSIANS HANG ON!

# VII

Fall 1911

1994-AT

**ERRATA:** Turkey built a F in ANK, not CON. English orders A Gaa-Mar and A Bre-Gaa succeeded. We omitted Turkey's F Ank-Bla and A Con-Bul.

**MURKWOOD:** Italy has fallen, but the Serbo-Hungarian Empire resists still, albeit only at the sufferance of the Kaiser. His cutting of a crucial Turkish support on its attack on SER is certainly tweaking the Sultan's nose. Meanwhile, the theocratic gerontocracy in White Hall is beginning to betray its war-weariness by confusing East with West--they've probably been reading too much Kipling.

## TROOP MOVEMENTS

Turkish A TRI retreated to ALB.

ENG (Hanna): F Tyn-Ion, F Tun S P Tyn-Ion, [F Eas-Tyn](neu, imp), [F Mid-Eas](imp), F Nth H, A Mar H, A Gaa S A Mar, F Spa(ac) H(u), F Wes H(u);  
GER (Morrison): A Mos S A Ukr-Sev, [A Ukr-Sev], [A Gal-Rum], [A Sil-Gal], A Bur S ENG A Mar, A Vie S A Tri, A Tri H, A Tri S A Tri, [A Ven S A Tri], F Bal-Den, F Swe-Nwy, F Kis-Hol, A Boh S A Vie;  
ITA (York): F Lya S P Pie-Mar, [F Pie-Mar];  
RUS (Carbonneau): [A Ser S A Bud], A Bud S A Ser;  
TUR (Anderson): A Alb-Ser, [F Adr-Ven], [F Ion S F Aeg-Gre](r-???), [A Rum S A Alb-Ser], [A Ser S A Rum], F Rom H, F Aeg-Gre, F Bla S A Sev, A Bul S A Alb-Ser.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; neu = not own unit, neo = unit not so ordered; nap = no such place; nau = no such unit; oth = off the board; otm = unit on the move, r-??? = unit is dislodged and must retreat; u = unordered. Turkish F ION must retreat either oth or to AEG, APU, EAS, or NAP.

## SUPPLY CENTER CHART

ENG: Edi Lon Lpl Por Spa Par Bre Tun +Mar (9) Build 1  
GER: Ser Kis Den Hol Swe Mun Bel Nwy Mos StP War Ven Vie +Tri (14) Build 1  
ITA: -Rom-Mar (0) Tear 2 OUT  
RUS: Bud Ser (2) Even  
TUR: Ank Con Smy Gre Bul Rum Nap Sev -Tri +Rom (9) Even\*

\*If Turkey retreats F ION oth, he may build 1.

Due next time are orders for the retreat, builds/tears and for Spring 1912. Thanks to Andy for toughing out a deteriorating situation.

## EMBASSY BEAT

**DOWNTOWN:** Our most soggy sovereign, Ma Nar, has declared her displeasure with the lack of press generated by the principals. "They better watch out; they better not cry/If they don't submit some press/Their \_\_\_\_\_ will die!"

## BOLDHOME

### FALL 1911 Action

PRB sells 500 pounds, 500 marks, 500 lira, and 500 rubles, then buys 2000 pawtars (\$50+695+895+385+380-2320 = \$85).

	USA	ENG	GER	ITA	RUS	TUR
SPR 11:	1.00	1.39	1.79	0.77	0.76	1.16
FAL 11:	1.00	1.34	1.74	0	0.71	1.36

Corp	USA	ENG	GER	ITA	RUS	TUR	Value
PRB	85	1900	3200	0	0	4500	\$14820
RVE	52	2500	4750	0	0	350	\$12143
CLOWNS	2	2700	1750	0	1500	0	\$7730
TPB	81	700	1300	300	300	1600	\$5620
Par	0	1000	1000	1000	1000	1000	\$5150
RTE	0	1000	500	500	500	1750	\$4945

Legend: CLOWNS = Contentual Liberties of Worthy Nations Securities, PRB = Peoples' Revolutionary Bank, RVE = RV Exchange, TPB = Tundra Peat Bank



# WORMTONGUE SACKS PARIS!

## Brest Next?

Fall 1988

1994 AU

**ERRATA:** English [F Lyo-Spa(ss)] failed. The triumphant German A KIE didn't have to retreat (that got left over from the previous turn).

**CLIFFHOME:** Once again, Wormtongue is two centers away from victory, but with BRE exposed before him, the question becomes "What shall be the 18th center?" Certainly BEL, KIE, NAP, and VEN are all candidates. The Italian flight westward is certainly suspect. Germany perhaps has more to fear from the British than from the Red Tyrant. Could it be that Wormtongue has, characteristically, broken their spirits before he has broken their forces?

### TROOP MOVEMENTS

**AUS** (Frying): A Lvn S A Mos, A Mos S A Lvn, A Smy H, A Con H, A Bul-Gre, F Adr S F Alb-Ion, F Alb-Ion, A Boh S A Sil-Mun, A Tri-Tri, A Mun-Bur, A Bur-Par, A Sil-Mun, A Ber S A Sil-Mun, A Gre-Alb, A Pru S A Ber.

**ENG** (Anderson): A StP H, F Nrg-NAT, [F Bal-Kie], F Lyo H(u), A Nwy S A StP, F Den S F Bal-Kie.

**GER** (Carbonneau): [A Ruh-Mun], A Hol S A Kie, [A Kie S A Ruh-Mun].

**ITA** (Zadda): A Tus S A Ven, A Ven H, A Pic-Mar, A Mar-Spa, F Tun-Wes, F Tyn S F Tun-Wes, F Ion-Tun, F Nap-Apu.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; neo = unit not so ordered; nap = no such place; nau = no such unit; oth = off the board; stm = unit on the move; (u) = unit unordered.

### SUPPLY CENTER CHART

**AUS:** Bud Tri Vic Gec Ser Con Rux Sev War Nos Mun Smy Ank Ber Bul +Par

(16) Build 1

**ENG:** Edi Len Lpt Nwy Swe Por StP +Den

(8) Build 2

**GER:** Den Bel Hol +Kie

(3) Even

**ITA:** Nap Rom Tun Mar Spa Bre -Par -Kie Ven

(7) Tear 1

Due next time are orders for the build/tears, and Spring 1909.

### EMBASSY BEAT

**DROWNTOWN:** Our most soggy sovereign, Mr. Nar, has declared her displeasure with the lack of press generated by the principals. "They better watch out; they better not cry/lie they don't submit some press; Their \_\_\_\_\_ will die!"

--\*BORIS IX\* (continued from p 5)

### BORIS WORLD PRESS REVIEW

**Geneva Gazette:** As long as Admiral Linguini has the Pope, they go to a Turkish coffee shop while General Tetrassini is entertaining the Empress in the Alps. The Camel Corps under Bashar Catchatore is escorting a troupe of dancing girls, jugglers, fire-eaters, and trained Italians into the Levant.

**Munich Muncher:** Here I was, minding my own business in Amsterdam when these limeys waltz into Madame Schultz's Beer Garden and Inn. Now Sgt. Shultz and I thought they were going to discuss the company of Lela and Honey, who were pretty much involved with me at the moment. Sure enough, they came right over and said hi to the ladies but did not discuss the ladies' usual business arrangements. Instead, they asked about the tulips and other flowers in the garden. It seems the British were only stopping by to check out the flora for their gardens. Unfortunately, the Amsterdam accommodations are very small to handle a German army and British fleet so we sent them to Belgium for poppies.



# TURKEY CRUSHED!! FRANCE INVADED!

# IX

## Fall 1903

## 1995X

**ERRATA:** We used superseded Austrian orders last time. The correct ones were A Vie S A Bud, A Bud S A Ser, A Bul S ITA F Smy-Con, F Aeg S A Nap-Smy, A Ser S A Bud, F Ion C ITA A Nap-Smy. This resulted in the Italian convey succeeding.

**CLEARWINE:** The Sultana guessed wrong again, as a bold strike could've recaptured SEV and dealt her northern foe a mortal wound. The prospect of easy Russian centers would surely attract the twin Germanic jackals. The Italians are already engaged in their next campaign of conquest in Gaul, er, France aided by their English toadies. The Germanic Jackel remains on the cusp, able to roll eastward to eliminate the Snow Queen, or to join England and Italy in the partition of Republican France, or even to join *La Belle France* against perfidious Albion, slaying the Western Wicked Witch. Pray tell, what do all those Austrian fleets have to do now that Turkey and Russia are no naval threats?

### TROOP MOVEMENTS

England retreats F Bel-Hol. Turkey retreats A Con-Ank.

**AUS** (K. Wilson): A Bul S ITA F Con, F Aeg S ITA A Smy, F Ion-Tyn, A Ser S A Bud, A Bud S A Ser, A Vie H;

**ENG** (Zodda): F Mid C ITA A Naf-Gas, A Lon H, F Hol-Bel, F Nwy S OER F Ska-Swe, F Nth S F Hol-Bel;

**FRA** (Gorham): [A Bel H](r-???), [A Pic-Bre], [A Spa-Mar], A Por H, [F Eng-Bre];

**GER** (J. Shacklett): A Mun-Ruh, A Ber H, A Kis S P Hel-Den, F Hel-Con, [F Ska-Swe];

**ITA** (R. Fisher): A Smy H, F Con H, F Eas-Ion, A Naf-Gas, [A Pic-Mar];

**RUS** (Melnick): [A Sev-Arm], [A Run-Sev](nap), [A Mos-Ser], [F Den H](r-???), [F Swe S F Den](r-???), A Rum H(u).

**TUR** (Deb Osborne): A Ank S A Arm-Smy, F Bla S A Ank, [A Arm-Smy].

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nap = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered. French A BEL must retreat otb or to BUR. Russian F DEN must retreat otb or to Bal or Ska; Russian F SWE must retreat otb or to BAL, BOT, or FIN. If both Russian fleets are ordered to BAL, neither make it and both are destroyed.

### SUPPLY CENTER CHART

**AUS:** Bud Tri Vie Gre Ser Bul

**ENG:** Edi Lon Lpl Nwy Bel

**FRA:** Bre Mar Par Por Spa

**GER:** Ber Kis Mun Hol Den +Sve

**ITA:** Nap Rom Ven Tun Smy +Con

**RUS:** Mos StP War Rum -Sve +Sve

**TUR:** Ank -Con -Ser

(6) Even

(5) Even

(5) Even \*

(6) Build 1

(6) Build 1

(5) Even \*\*

(1) Tear 2

\* If French A BEL retreats otb, France may build 1.

\*\* If either Russian fleet retreats otb, Russia may build 1. If both retreat otb or to BAL, Russia may build 2.

Due next time are retreats, builds/tears, and orders for Spring 1904.

### EMBASSY BEAT

**ROME:** Foreign Minister Fisher announced today that he has uncovered a French plot against Italy. Reportedly France was in the process of shipping huge quantities of extremely bad French white wine to Italian markets--mislabeled as Italian in origin. "This dastardly plot to flood the Italian market with lousy French wine, depriving our own vintners of their livelihood, taking out lira for wine that should be fed to swine in France (or possibly sold in Germany) and corrupting our population, will not go unanswered. I have ordered the ALPs to the border with France to prevent any shipments crossing the frontier and recalling a fleet from the Eastern Med to defend our shores. I also deny accusations that the real army is lost in the African desert. It will soon be in Morocco to entertain the visiting English fleet. In return for fresh fruit & spices and large amounts of mutton, the English navy has offered excursions on board their ships to see the coast of SPA and POR. Finally, the Emperor has instructed me to appeal to the Sultans of Turkey to end the bloody war in Asia Minor so our forces can return home and peace be restored in the region.

--Continued on p4



# BRITAIN

Turn 15  
1035-1070 AD



**The East:**  
PURPLE: Paul Zienke  
GREEN: Chuck Hanna

BLUE: David Anderson  
RED: Wayne Morrison

**Event:** Danes had 4A @ Cheshire and none at N Merria. combat ended at the former with both sides losing 2A. Canute is King and scores an extra 4 VP (Rule 12.4).

## The Board:

ROMANO-BRITISH (2.5): 1A @ Kent & Sussex.  
WELSH (0): 2A @ Dyfed, Gwynedd, & March. 1A @ Clwyd, Cornwall, Devon, Gwent.  
Powys.  
PICTS (2): 2A @ Mar; 1A @ Alban, Caithness, Dalraids, Moray, Skye.  
CALEDONIANS (1.5): 2A @ Hebrides.  
NORSEMEN (0): 2A @ Avalon, Orkneys. 1A @ Hwicce.  
DUBLINERS (2.5): 2A @ Cheshire & Galloway.  
DANES (1.5): 2A @ Cumbria, Essex; 1A @ Bernicia, Cheshire, Downlands.  
Dunedin, Lindsey, Lothian, Pennines, Strathclyde, York.  
NORWEGIANS: Herald & 10A @ North.  
NORMANS: William, 6A, 4C @ Channel.

**Score:** Green 105, Purple 79.5, Blue 57, Red 49.5.

## Turn 16

The Danes are King (+4 VP) and place the extra A in York.

ROMANO-BRITISH (2.5): Grow 2 Population Pt. Add 1A Kent. Move 2A Kent-Essex & 1A Sussex-Essex (6.5, 3.5, 5.5 - 2 each).  
WELSH (0): Grow 5.5 Population Pts. Add 1A Devon. Move 1A March-Clwyd, 1A March-Powys & 1A Dyfed-Gwent.  
PICTS (2): Grow 3 Population Pts. Add 1A @ Alban. Move 1A Mar-Alban, 2A Alban-Dunedin (5.5, 2 - 1 Dane).  
CALEDONIANS (1.5): Grow 0.5 Population Pt. Hold.  
NORSEMEN (0): Grow 2.5 Population Pt. Move 1A Hwicce-Avalon, 2A Avalon-Cheshire (5.1, 3.3 - 1 Dane).  
DUBLINERS (2.5): Grow 0.5 Population Pt. Add 1A Galloway, 2A Galloway to Lothian (2.1, 1 Dane - Pennines).  
DANES (2): Grow 5.5 Population pts. Add 1A @ Lindsey & Bernicia. Move 1A York-Bernicia, 1A York-Lindsey, 1A Pennines-York and 1A Cumbria-Pennines.  
NORWEGIANS: Herald & 10A @ North.  
NORMANS: William, 6A, 4C @ Channel.

Due next time are orders for the Norwegian and Norman major invasions and Turn 16. Norsemen and Danes have boats in 16. All count points.

## The Board:

ROMANO-BRITISH (2.5): 1A @ Essex.  
WELSH (0): 2A @ Clwyd, Devon, Gwynedd, & Powys. 1A @ Cornwall, Dyfed, March.  
PICTS (2): 2A @ Dunedin; 1A @ Alban, Caithness, Dalraids, Mar, Moray, Skye.  
CALEDONIANS (1.5): 2A @ Hebrides.  
NORSEMEN (0): 2A @ Cheshire, Orkneys. 1A @ Avalon.  
DUBLINERS (2.5): 2A @ Lothian; 1A @ Galloway.  
DANES (1.5): 3A @ Bernicia, Lindsey; 2A @ Pennines; 1A @ Cumbria, Downlands, Strathclyde, York.  
NORWEGIANS: Herald & 10A @ North.  
NORMANS: William, 6A, 4C @ Channel.

**Score:** Green 103, Purple 79.5, Blue 57, Red 49.5.

LEGEND: A = army, C = cavalry, L = leader, R = raider, (#) = population points, r-??? = retreats to ???.



# WYNAPISHTIM EPOCH V

750-1300 AD



## THE CAST

Michael Teuk (O)  
Paul Zieske (P)  
Wayne Morrison (O)

Chuck Hanna (A)  
Kevin Wilson (R)  
Dan Osborne (B)

S<Q&E (3P/VP): P(29/88), Q(82/59), A(39/68), G(37/87), B(42/72), R(58/81).

## BOARD:

AI: Dee, Win; AII: Pm(BM); AIII: Lin(AM); AIV: Bal(C), Dal, NAp, SAp(RM).  
BIII: Ire; BIV: BSB, CEu, Dnt, Hin, Tur, WSt.  
GI: Che(f), SiK; GII: CAm(C,f); GIII: GPC, Hig(c,f), Mon, Tar(PM), Wei(2,c), Yel; GIV:  
Eln, GaD(OM), GaV, Mal, Mek, Sae, Uln(BM), Yan(C,OM).  
OII: Cau, Con, Mad; OIII: Cey(3), Irr; OIV: CMa, Dan(3), Pyr, SIB(RM).  
PIII: Alb(2,f,PM), Gol(r,f), NGa; PIV: EDe(C,PM), EGh, Sum, WDe.  
RIII: Cre(F,RM), Mor(c,f,BM), Lib, Nil, Nub, Sha, UNt; RIV: Ara, EAn, Lev, MTI(c), Pal,  
PPI, PSD, UTI(PM), WAn, Zag(AM).  
WI: LTI(C,f).  
Fleets: Bla(A), BoB(P), Car(A), EMS(A), Nth(B), Red(R), SCS(G), WMS(A).

## EPOCH V:

Purple passes to Green. Orange passes to Azure. Azure passes to Black. Green passes to Orange. Black passes to Red. Red must pass to Purple.

FRANKS (P): Play "Pentitence" @ Sha (4.4.4), affecting Lib (6.5) & SIB (3.2). Play 1A.C @ NGa (1PIII r-Alb), 1A @ CMa (6.4.3 -1OIV), 2F @ WMS (5.2.6; 6.6.4 -1PP,AF), 4A @ Sha (6.6.2; 4.1.6.1; 3.2.8.1; 5.3.6.4; 5.5.6.4; 5.2.3.3 -3PV,1RIII), 2A @ Lib (4.4.5; 5.3.4 -1PV,RIII). Score 88 + C(2x2) + c(1) + M(2x2), S(2) + N Afr(P=2) + India(P=3), S Eur (P=3), N Eur(P=2) + SE Asia(P=2) = 111.

WIKES (O): Play "Empires Revive (4)" and 2A @ Cey, 2A @ Dan. Play "Disaster in Mtns" @ Tar (-PM), Play 1A @ Sea, 1F @ Nth (4.1.3 -18F), 1F @ Atl, 1A @ App, 1F @ WMS (4.3.3 -1PP), 1A @ Sha (5.3.5.2; 6.2.4.2), 3A @ Lib (2.2.6; 4.2.6; 4.1.2 -2OV,1PV). Score: 59 + M(1) + S(2) + N Afr(P=2) + India(D=6) + S Eur(P=3) + N Eur(P=2) + SE Asia(P=2) + Eurasia(P=1) + N Amer(P=1) = 76.

HUIY ROMAN EMPIRE (R): Play "Empires Fortify (3)" f @ PPI, Ara, Nub. Play "Kingdom" 1A.c.f @ Mel (1GIV r-Mek), Play 1A.C.M @ CEu (1BIV r-BSB), 1A @ Dal (6.5.5.1 -1AIV), 1A @ NAp (6.1.2 -1AIV), 1A @ SAp (4.2.3 -1AIV), 2A @ CMa, 3.2.5.4; 6.5.5.3 -1PV, -1RV), 1A @ Pyr (5.2.3.1 -1OIV), 1A @ SIB (6.1.5 -1OIV), 1A CEu, 1A SAp. Score: 81 + C(2x2) + c(3) + M(Sx2+3) + S(1) + Mid E(D=4) + N Afr(D=4) + S Eur(D=6) + N Eur(P=2) + SE Asia(P=2) = 120.

KHULA (A): Play 1A.C @ EGh (1PIV r-EDe), 1F @ BoB (6.4.5 -1PP), 3A @ EDe (5.2.2; 1.1.1; 2.1.3; 6.5.2 -2AV,1PIV,C +c), 1A @ GaD (5.3.3 -1GIV), Play "Treachery" & 1A @ Mel (-1RIII,c,f), 1A @ Sum (4.1.4; 3.2.4 -1AV). Score: 68 + C(2x2) + c(1) + M(2x2+3) + S(4) + India(D=6) + S Eur(P=3) + SE Asia(P=2) + N Amer(P=1) = 96.

SUNG CHINESE (B): Play "Kingdom" @ SIB (+1BIV,c,f; 1RV r-Pyr), Play 1A.C @ Sea (1GIV r-Yan), 6A @ Irr (4.1.6.3; 1.1.2.1; 4.2.4.2; 2.2.6.4; 5.2.5.2; 4.1.5.3; 2.1.5.3; 5.4.3.2 -5BV,1OIII), 1A @ Mel (3.2.6.4 -1BV), Forfeit 1F. Score 72 + C(1x2) + c(1) + M(1) + China(P=3) + India(P=3) + S Eur(P=3) + N Eur(P=2) + SE Asia(P=2) + Eurasia(P=1) = 90.

SILK TRADE (O): Play "Famine" in N Eur (-2PIII @ Alb, -1BIV @ BSB, -1RV @ CEu), Play 1A @ Tur (1BIV r-Hin), 2A @ Hin (4.2.4.4; 2.1.1.1; 4.3.4.4; 3.2.6.3; 5.1.5.1; 6.1.5.3; -2BIV,1GV), 1A @ PSD (6.2.4 -1RV), 1A @ Zag (4.1.2 -1RV), 1A @ Lin (3.1.3; 6.1.4 -1AIII), 1A @ ESt, 1A @ NEP, 1A @ BSB (6.5.5 -1BIV), 3A @ CEu (1.1.2; 2.1.4; 1.1.4 -3OV). Score: 57 + C(2x2) + c(2) + M(1x2+3) + S(1) + Mid E(P=2) + China(D=6) + India(D=6) + N Eur(P=2) + SE Asia(P=2) + Eurasia(D=2) + N Amer(P=1) = 120.

MONGOLS: No show.

We'll halt here awaiting Epoch VI. You have drawn                     . DEADLINE for pass/halt orders is 30 Dec. Would like orders from Dan for the Ming, Timurid, Antec & ---Continued on p 18



# VENGEANCE IS MINE



OR 3 & SR 4

PHASE CHANGE!

**Correction Corner:** NYC starts with \$763 in the treasury. The map didn't show B&O's token in J14.

## PLAYER HOLDINGS:

Don Chinnery: 4-NYC(P), SVNRR: \$26 (Priority Card)  
John Butitta: 3-NYC, C&SL: \$74  
Paul Zieske: 2-B&O, 1-NYC, 1-PRR, C&A: \$2  
Chuck Hanna: 4-B&O(P): \$40  
Michael Quist: 2-B&O, 1-NYC, D&H: \$73  
Wayne Morrison: 5-PRR(P): \$20

## Operating Round #3

Private incomes: +\$5 Don, +\$10 John, +\$15 Michael & +\$25 Paul

**NYC** - Lay tile #57 in F22(e) for \$80, place token in F22 for \$40, run trains - E19-F20 for \$30, F20-F22 for \$30 and F22-F24 for \$30 - payout \$9/share dividend! +\$36 Don, +\$27 John, +\$9 Paul & +\$9 NYC, stock moves to C 90. No train purchase, treasury = (\$763-\$80-\$40+\$9) = \$662

**PRR** - Place home token in H12, lay tile #57 in H10(e), no train or run - stock falls to C 76. Purchase 1-2<sup>nd</sup> train and 2-3<sup>rd</sup> trains for \$440, treasury = (\$620-\$440) = \$380

Green tiles available, private companies may be sold, two operating rounds next time, etc., etc.

**B&O** - Upgrade 115 w/tile #53(aw), run trains - 115-J14 for \$70 and J14-K13 for \$50, payout \$12/share dividend! +\$24 Paul, +\$48 Chuck, +\$24 Michael and \$24 B&O, stock moves to D 82. Purchase 1-3<sup>rd</sup> train for \$180, treasury = (\$640-\$180) = \$460

## Stock Round #4

Don - Pass (Has \$67)  
John - Buy 1-PRR from i.d. for \$82 (Has \$29)  
Paul - Pass (Has \$60)  
Chuck - Buy 1-B&O from pool for \$82 (Has \$6)  
Michael - Buy 1-B&O from pool for \$82 (Has \$39)  
Wayne - Pass (Has \$20)

Don, John, Paul, Chuck and Michael - Pass. Stock Round is over! B&O floats up to C 90. Wayne Morrison has the priority card for next stock round.

## COMPANY STATUS:

Name	Trains	Value	Pool	I.O.	Par	Treas	Tokens
NYC	3-2 <sup>nd</sup>	C 90a	0	1	\$100	\$652	2
B&O	2-2 <sup>nd</sup> & 1-3 <sup>rd</sup>	C 90b	0	---	---	\$460	1
PRR	1-2 <sup>nd</sup> & 2-3 <sup>rd</sup>	C 76	0	3	\$ 82	\$380	3

**Trains Available:** 83, 4444, 555, 65, DDDDDD

## Tiles Available:

Yellow: 1(1), 2(1), 3(2), 4(2), 7(3), 8(8), 9(7), 55(1), 57(0), 58(2), 69(1)  
Green: 14(3), 15(2), 16(1), 18(1), 19(1), 20(1), 23(3), 24(3), 25(1), 26(1), 27(1), 28(1), 29(1), 53(1), 54(1), 59(2)

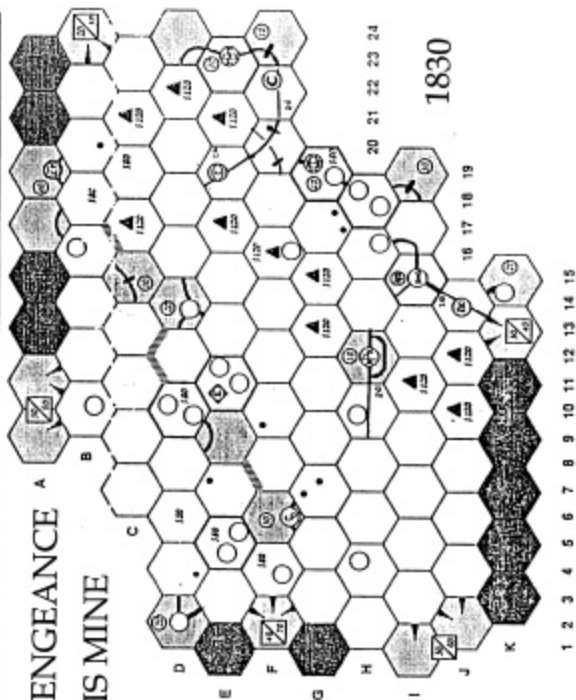
## PLAYER HOLDINGS:

Wayne Morrison: 5-PRR(P): \$20 (Priority Card)  
Don Chinnery: 4-NYC(P), SVNRR: \$67  
John Butitta: 3-NYC, 1-PRR, C&SL: \$29  
Paul Zieske: 2-B&O, 1-NYC, 1-PRR, C&A: \$60  
Chuck Hanna: 5-B&O(P): \$6  
Michael Quist: 3-B&O, 1-NYC, D&H: \$39

**DUE NEXT:** Orders due for next time will be for Operating Rounds #4.1 and #4.2 and perhaps the beginning of Stock Round #5 (I will stop the stock round if it gets too complicated). Be sure to write conditional tile orders and stock purchases. Good luck to everyone. Orders are due to DM (Mark Frueh: 70415.2351@compuserve.com) on 3 Jan 96.



VENGEANCE  
IS MINE





1835

Brauerei Fährst. 1835



Achtung! BY has a 3-train. BA bought #2's 2-train.

## Spickerschlung: (Aktienlimit = 0)

Farrow 153M, 5 BY(Dir)  
 Butitta 151M, 3 SX(Dir), 1 BA  
 Fruch 230M, Braun, #2, 3 BA(Dir) <der Zug>  
 Chinnery 209M, Mann, #1, #5, 2 SX, 1 PR  
 Tsuk 138M, #6, 3 SX, 2 BA  
 R. Fisher 208M, #8, 3 BY, 1 SX, 1 BA  
 Zieske 179M, PB, #4, 2 BY, 1 SX, 1 BA

## Gesellschaftsteilung:

Name	Value	Pool	L.O.	Cash	Trains	Tokens
#1			0	105	2	H2
#2			0	225	2+	E19
#3			0	100	2	F14
#4			0	105	2,2+	G5
#5			0	115	2	E19
#6			0	125	2	C11N
BY	A180	0	0	140	22,2+,3	O15L14N,J8(2)
SX	B120	0	0	440	2,2+,3	H18,H20(1)
BA	D78	0	2*	372	2,3	L6(SW),11
WT	D84	0	10	0	---	(2)
PR	D154	0	3	(154)	---	(2)

## Abzugsrunde 7.2:

Privates pay Zieske (+15M), Fruch (+25M), and Chinnery (+30M).

- #1: Lay #202 in B12(e). <105M-50 = 55M>. Run H2-15 (70M). Pay (#1 +35M & DC +35M).  
 #2: Lay #204 in B12(e). Run E21-E19-C11E-B12 (100M). Pay (#2 +50M, MMF +50M). Buy 3-train (180M).  
 #3: Lay #8 in F18(ne). Run F14-E19 (60M). Pay (#3 +30M, RF +30M).  
 #4: Lay #12 in G5(w). Run G5-F4-F6-C11W (90M) and G5-H4 (40M). Pay (#4 +65M & P2 +65M).  
 #5: Lay #28 in D18(se). Run E19-C11 (80M). Pay (#5 +40M & DC +40M). Buy 2-train from SX for 40M.  
 #6: Lay #6 in A11(w). Run C11W-A11. Pay (#6 +30M, MT +30M).  
 BY: Lay #7 in I5(xw). Run L14-J8 (70M), J8-J6 (70M), O15-L14S-N15-M19 (80M), J6M-J6S-J8 (100). Withhold. Price retreats to A180.  
 SX: Lay #23 in F18(ne). Run I37S-M10-M20-I17E (80M) & C11K-E19-H20 (120M). Pay (J8 +60M, MT +60M, DC +40M, RF +20M, P2 +20M) price retreats to B124.  
 BA: Lay #215 in G5(w) <50M>. Play token in H2 <40M>. Run L6-M5 (80M) and H2-G5-G5 (100M). Pay dividends (MMF +54M, DC +36M, P2 +18M, J8 +18M, RF +18M); stock returns to B84. Buy 3+S-train from Bank and 3-train from #2 for 3M <292M-240-1 = 52M>.

## Aktienrunde 8.1

Fruch buys 2 BA (319M-168 = 151M). BA sold out.  
 Chinnery buys 1 PR (390M-154 = 236M).  
 Tsuk buys WT Direktorschip (228M-108 = 60M).  
 Fisher, Zieske, Farrow, Butitta, and Fruch pass. Chinnery buys 1 PR (236M-104 = 132M).  
 Tsuk sells 3 SX and buys 1 WT (60M+402-84 = 378M). SX drops to C122.  
 Fisher buys 1 SX (276M-122 = 154M).  
 Zieske buys 1 SX (297M-122 = 175M).  
 Farrow buys 1 SX (153M-122 = 31M). SX sold out.  
 Butitta & Fruch pass. Tsuk buys 1 WT (378M-84 = 294M).  
 Fisher, Zieske, Farrow, Butitta, and Fruch pass.  
 Tsuk buys 1 WT (294M-84 = 210M). WT Deets!  
 Fisher passes. Zieske buys HE Direktorschip (175M-168 = 7M).

We halt things here. Due next time are your orders for the rest of Aktienrunde 8 (5SR) and for Betriebsrunde 8.1 (OR 8.1) and as much of 8.2 as you can handle. Farrow *hag der Zug*. Remember that WT cannot be sold this SR nor can HE if it floats. All shares of PR, WT, and HE must be sold or B15 is available. Note that a 4-train could be purchased, as also include your conversion orders for those privates and minors that could become PR.

## Spickerschlung: (Aktienlimit = 0)

Farrow 31M, 5 BY(Dir), 1 SX <der Zug>  
 Butitta 151M, 3 SX(Dir), 1 BA  
 Fruch 151M, Braun, #2, 5 BA(Dir)  
 Chinnery 82M, Mann, #1, #5, 2 SX, 3 PR  
 Tsuk 210M, #6, 2 BA, 5 WT(Dir)  
 R. Fisher 154M, #3, 3 BY, 2 SX, 1 BA  
 Zieske 7M, PB, #4, 2 BY, 2 SX, 1 BA, 2 HE(Dir)

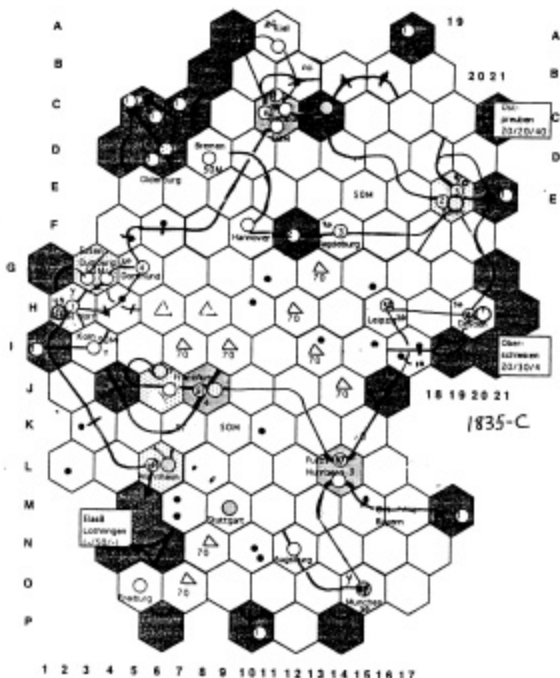
# Gesellschaftsteilung:

Name	Value	Post	I.O.	Cash	Trains	Tokens
#1			0	90	2	H2
#2			0	96	2+	E19
#3			0	130	2	F14
#4			0	170	2,2+	G5
#5			0	115	22	E19
#6			0	153	2	C11N
BY	A168	0	0	440	22,2+,3	O15,L14N,JR(2)
SX	C122	0	0	480	2+,3	H18,H20(1)
BA	D84a	0	0	169	2,33,3+	L6(SW),H2
WT	D84b	0	5	420	---	(2)
PR	D154	0	3	(484)	---	(2)
HE	D84	0	8	(188)	---	(2)

**Verfuegbare Zuege:** 3+3+,444,4+,55,5+,66,6+6+6+6+.

The Bank has 8931M.

**Verfuegbare Gleisteile:** #1(1), #2(1), #3(1), #4(1), #5(1), #6(2), #7(7), #8(4), #9(3), #12(1), #13(2), #14(2), #15(2), #16(2), #18(1), #19(1), #20(2), #23(1), #24(3), #25(3), #26(1), #27(2), #28(1), #29(2), #35(1), #56(0), #57(0), #58(1), #69(1), #87(2), #88(2), #203(2), #204(1), #205(1), #206(1), #207(1), #208(1), #210(0), #211(0), #212(1), #213(1), #214(1), #215(0).





# SILVERTON

## TURN 16B—IT'S OVER!



### PLAYER STATUS

#1: Don Chinnery

#2: Bill Woodclimann

#3: Wayne Morrison

#4: Paul Zieske

#5: Michael Quist

#6: Don Farrow

\$14900, (3+1, P1, #60(4 C, D), #20(7.5 Ag, P3, #11(0.5 Ag, D), #62, #61, #24(2.5 Ag, D), #13(2 Ag, D), #20(1 Ag, D), #37(2 L, D), #38(1 Ag), #33)

\$48275, (S, P+1), P2, P3, P7, P4, #18, P8, #8(1 Ag), #19

\$6500, (S+1, P1, #64, #39, #50(13 C), #60(3 C), 1

\$16350, (S, P+1), P5, #12(1.5 Ag, D), P11, #52(13 C), P12, #47(1 C), #52(2 L), #48

\$12150, (3+1, P1, #9(2 Ag), #57(13 C), #53, #5(1.5 C), #14

\$11150, (S, P+1), P6, #34, #25(1.5 Ag), #56, #44

### AVAILABLE CLAIMS:

#15: Aspen (Ag, \$300/\$150)

#32: Nat Sulphur Springs (L, \$300/\$150)

#40: Price (C, \$400/\$200)

#58: Crested Butte (C, \$300/\$150)

Passengers Cards 9,10,13,14,16,17

#31: Walden (L, \$500/\$250)

#44: Soatfield (C, \$400/\$100)

#55: Bower (C, \$400/\$200)

#65: Walsenburg (C, \$300/\$150)

The Deck

### TURN 16B ACTION:

#1: Operate #28 (-\$200; 7 -> 0.5 Ag), #61(-\$150; 3 -> D), & #62 (-\$100; 4 -> D). Run P1 (+\$100). Can't deliver.

#2: Operate nat. Run P2, P3, P4, & P7(+\$250+400+1300+600). WINST

#3: Buy #65 (-\$400). Operate #64 (-\$250; 10 -> 4 C). #65 (-\$100; 2+6 -> 3 C) & #66(-\$200; 11 -> 4 C). Deliver 7 C from #66 & 1 C from #65 to Pueblo (+\$3200).

#4: Operate #47 (-\$100; 12 -> 5 C). Run P5, P11 & P12 (+\$100 +300+1250). Deliver 6 C from #47 (+\$1800) & 1.5 #12 Ag (\$2400) to SLC.

#5: Operate #14 (-\$200; 6+6 -> 1.5 Ag). Deliver 5 #51 C (+\$1500) & 1.5 Aspen Ag (+\$2400) to SLC.

#6: Decline #44. Operate #36 (-\$100; 4 -> D), #34 (-\$200; 8 -> 2 L) & #25(-\$200; 8 -> 1 Ag). No deliveries.

### DISPUTES: None.

### THE MARKETS:

Gold:	1	= +2 ->	\$5500	Denver Silver	6-5	= +4 ->	\$2400
SLC Silver	3+6	= -2 ->	\$1000	Denver Lumber	10-5	= -1 ->	\$ 800
SLC Lumber	7-5	= +2 ->	\$1500	Pueblo Lumber	10-5	= +1 ->	\$1000
SF Lumber	7-5	= +2 ->	\$ 800	Denver Coal	8-5	= +2 ->	\$ 700
SLC Coal	9-5+6	= -1 ->	\$ 200	Pueblo Coal	12-5+8	= -3 ->	\$ 200
SF Coal	7-5	= +2 ->	\$600				

### FINAL PLAYER STATUS

#1: Don Chinnery

#2: Bill Woodclimann

#3: Wayne Morrison

#4: Paul Zieske

#5: Michael Quist

#6: Don Farrow

\$14550, (S+1, P1, #60(4 C, D), #2(0.75 Ag), P1, #11(0.5 Ag, D), #24(2.5 Ag, D), #13(2 Ag, D), #29(1 Ag, D), #37(2 L, D), #26(1 Ag), #33)

\$50875, (S, P+1), P2, P3, P7, P4, #18, P8, #8(1 Ag), #19

\$8750, (S+1, P1, #64(4 C), #39, #50(13 C), #66, #65(2 C)

\$22500, (S, P+1), P5, P11, #52(13 C), P12, #47, #32(2 L), #48

\$15850, (S+1, P1, #9(2 Ag), #57(13 C), #53, #51,

\$11150, (S, P+1), P6, #34(2 L), #25(2.5 Ag)

Due next time are your end of game comments. Shall we try the Advanced Game?

**DEFUNCT CARDS:** #1, 3, 4\*, 6, 10-13, 16, 24, 26, 27, 29, 30, 36-38, 40, 42, 49, 56, 60-63, 67, 69-72

\*Leadville depletion (1)

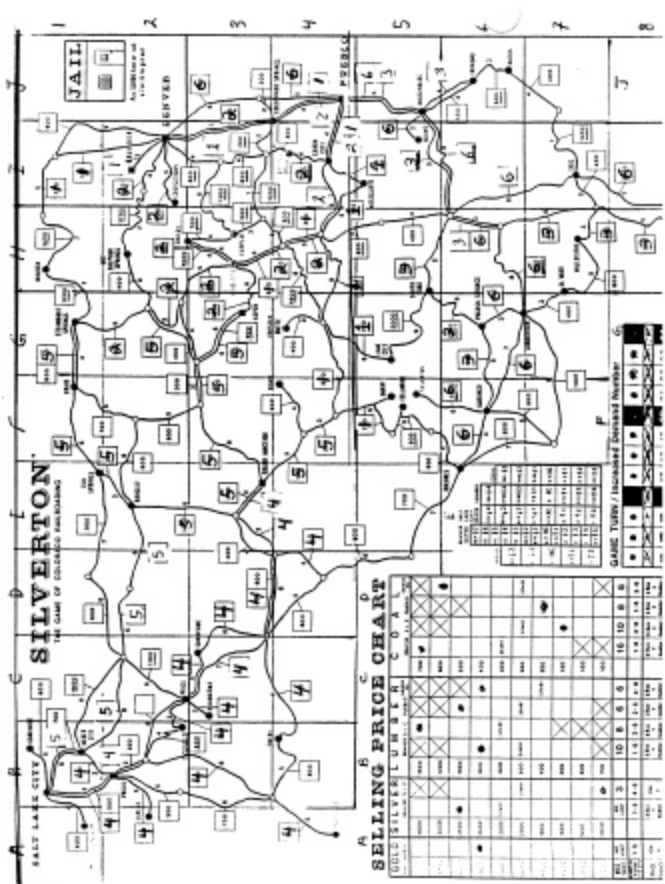
### THE MAP:

Owred routes have their prices replaced by the owning player's number. Purple (snow-blocked) routes have their price/owner # underlined. Closing prices have a black dot in the appropriate box.



"What you need is a sense of perspective."

—Private Eye, London





# MERCHANT OF VENUS EQUINA BUYS TRANSPORT



Turns 12.4-14.4

The Cast	Role	Race	Ship	This Time	Next
Don Chinnery	Gizmo	Keesepeep	Sc	6,5,3/6,5,5/6,3,1	4,2,2/6
Bill Wordemann	W.D.M.	Dell	Cl	5,2,1,1/5,4,3,1	5,3,3,2/5,5,1,1/6,6,6,6
Nike Quist	Little Fuzzy	Nik	Sc	5,2,1/6,2,2	6,6,2/6,1,1
Debbie Osborne	Equina	Whynom	Se/Tr	4,4,2/5,4,3	5,3,1/3,2,1
Chris Hassler	Y.U.C.H.	Human	Cl	6,6,2,2/4,3,2,1	5,2,2,1/6,5,4,2
Richard Weiss	H.E.A.D.	Qomnuth	Tr	5,5,1/5,5,2	4,2,2/6,6,4

## TURN 12.4-14.4:

Gizmo: (6,5,3) Wet Landing(s)-R-Y-B-Y-R-NC3-Y-A-OB-Dryport(s). Sell Silk (+\$220, draw Servo-mechanism), buy Spice (+\$30). Pick up Fare to #10.  
 W.D.M.: (5,2-1-1) Titan's Tower(s)-OB-B10-B20-Y10-R-A-R-B.  
 Little Fuzzy: (5,2,1) Rainfall(s)-OB. Buy 1 Impossible Furniture (+\$110-11).  
 Equina: (4,4,2) Desolation Landing(s)-R-B-R-Y)-R-NC2-B40(-\$40)-NC2-NC2-R-B.  
 Y.U.C.H.: (6,6,2,2) Interstellar Biosphere. Sell Dribble Glass and Finest Dust (+\$200+\$0, draw Portable Pipe Organ and Demand for Dust +\$40 @ 4b). Buy Zum Factory for cash plus 10U, then buy Custom Hives and Chiclé Liquor (+\$100-10U-140-70-40).  
 H.E.A.D.: (5,5,1) Desolation Landing(s)-R-B-R-Y-R-NC3-B40(-\$20)-NC5-A-NC5.  
 Gizmo: (6,5,5) Dryport(s)-TG6(Jumpstart)-Y-B-R-B-Y-B-R-Y-OB-Moonport(s). Sell Space Spice (+\$80, draw Megalithic Paperweight). Buy Rock Videos (+\$120).  
 W.D.M.: (5,4-3-1): B-Y-NC1-R-Y-R-Grandport(s)-Y-Open Port. Sell Paperweight (+\$160, draw Paperweight). Buy two Perfumes (+\$80).  
 Little Fuzzy: (6,2,2) Rainfall(s)-B-B-OB-R-B-Y-B-R-B-Y.  
 Equina: (5,4,3) R-Y)-B-R-B-R-Y)-Base. Buy Transport (+\$210 -Sc). Pick up fare.  
 Y.U.C.H.: (4,3,2,1) Interstellar Biosphere-B-R(5)-B-R-Y-Base-NC4-A-Space Station-R20.  
 H.E.A.D.: (5,5,2) NC5-B-R-B-Y-B-R-B-Y-OB-Moonport(s). Sell 1 Spice (draw Grease), buy Video (+\$80-120).  
 Gizmo: (6,3,1) Moonport(s)-TG6(Jumpstart)-R-OB-Poisonport(s). Buy Part at Poisonport.

Due next time are three orders from WDM and two orders from everyone else. Your rolls are above. Triangles are ships, hexagons are factories.

## Culture Summary:

- 1a: Giant Planet. Bionic Perfume(2), port(3), factory.
- 1b: Water World. Voll Silk(5), port(1), factory.
- 2: Desert World. Space Spice(0), port.
- 3: Multigeneration Ship. Much Wine(4), port, factory, demand for Perfume (+\$60).
- 4a: Colony World. Finest Dust(4), port(2), demand(2) for Wine (+\$80).
- 4b: Inhabited Moon. Rock Videos(2), port(2), factory, demand for Spice (+\$40).
- 5: Ice Planet. Melf Pelts(6), port, demand for Wine (+\$40), demand for Dust (+\$50).
- 6: Space Station Planet. Immortal Grease(4), port, factory, demand for Pelts (+\$50).
- 7a: Interstellar Biosphere. Chiclé Liquor(4), port.
- 7b: Polluted Planet. Servomechanism(4), Pedigreed Bolts, port(1), fare to Base (\$110), demand(2) for Dust (+\$30), demand(2) for Grease (+\$50).
- 8: Rogue Planet. Impossible Furniture(4), port, factory.
- 9a: Jungle World. Designer Genes(4), port(2), factory, demand for Liquor (+\$60), demand for Grease (+\$50).
- 9b: War-Torn System. Megalithic Paperweights(5), Portable Pipe Organ, port(2).
- 10: Asteroid System. Psychotic Sculptures(3), port(2), factory, demand for Genes (+\$50).

## Equina

Thunderbolt Immortal Greaseslapper II (Tr)

Hull: Yellow Drive

Holds: Space Spice(2), Fare to 9a

Cash: \$141

10Us: \$160(\$6)

Factories:

Port: Desolation Landing

Horizon Expanding Aphrodisiac Deadheads

Wet II (Tr)

Shield

Holds: Space Spice(2), Rock Video

Cash: \$90

10Us: \$60(\$40)

Factories: #5

Port:

We're Dell, Men

Firebreathing Ornithopter II (Cl)

Hull: Shield, Switch Switch

Holds: Bionic Perfume(2)

Cash: \$20

Factories:

Port:

Yngvie's Universal Clearing House

Profit Monger II (Cl)

Hull:

Holds: Chiclé Liquor, Custom Hives

Cash: \$90

Deeds: \$400

Factories: #4a, #7a

Port:

Gizmo

Pacific 2-3-J

Hull: Jump Start

Holds: Fare to 10

Cash: \$10

Deeds: \$500

Factories: #9b

Port: Wet Landing, Poisonport

Little Fuzzy

XT-3 Seeker (Sc)

Hull: Gate Lock, Autopilot, R Shield

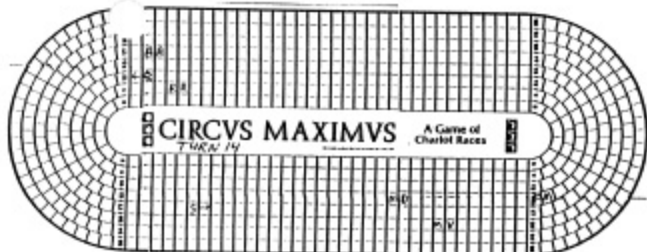
Holds: Impossible Furniture

Cash: \$21

Factories: #2

Port: Rainfall





### RANDIUS TAKES HIT!

*Errata:* Meddus still has 16 MP; that imaginary killed horse was still showing for some reason.

OPP.	COLOR	DRIVER (KPM/PA)	CART	WHEELS	TEAM	END	SPEED	P/I
2-1	White	Angela Amazeonae (0/6)	H	0/0	1442	12	11	2/1
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	03	18	2/2
8-1	Blue	Quintus (+1/6)	H	4/0	644-	02	15	2/1
9-1	Black	Flippus Maximus (+1/6)	H	0/0	543-	02	13	2/1
11-1	Red	Marcia Victoria (+1/8)	M	0/0	5436	04	19	2/2
17-1	Green	Meddus Davidus (0/5)	H	0/0	6541	03	16	2/2
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	-234	08	11	2/1
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/1

M. Victoria: 19, no whip. Ahead 19.

L. Lucius: 12, no whip. Ahead 6, out 1, ahead 6.

Sartorius: 15, no whip. Ahead 14, out 1, ahead 1.

M. Davidus: 16, no whip. ahead 16.

Quintus: 15, no whip. Wheel check (B). Ahead 15.

A. Amazeonae: 11, no whip. Attack R. Rebbus cart-cart: RR doesn't avoid (4+2 vs 9): roll 13-2 = no effect. Ahead 1. Attack RR cart-horse: RR again fails to avoid (5+2 vs 8) so 6+3 scores 2 injury pts to #9 horse). Ahead 7, in 1.

F. Maximus: 3, no whip. Ahead 2, in 1.

R. Rebbus: 11 (-2 inj), no whip = 9. Ahead 2, in 1, ahead 2, in 1, ahead 2, in 1.

Due next time are orders for Turn 15. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. Watch your Endurance!

OPP.	COLOR	DRIVER (KPM/PA)	CART	WHEELS	TEAM	END	SPEED	P/I
2-1	White	Angela Amazeonae (0/6)	H	0/0	1442	12	11	2/1
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	03	18	2/2
8-1	Blue	Quintus (+1/6)	H	4/0	644-	02	15	2/1
9-1	Black	Flippus Maximus (+1/6)	H	0/0	543-	02	13	2/1
11-1	Red	Marcia Victoria (+1/8)	M	0/0	5436	04	19	2/2
17-1	Green	Meddus Davidus (0/5)	H	0/0	6541	03	16	2/2
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	-232	08	09	2/1
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/1



"Why build roads if they simply  
generate traffic?"

Holland Daily Telegraph/London





# DUNE

## Guild Goes For It!



TURN 5/6

**ERRATA:** A did not bid on the "missing card". We forgot to include H's orders, which were to revive ST (-2S), to ship ST to Tuck's Sitch (-3S to G), and to move ST from Tuck's Sitch to Sihaya Ridge.

### THE CAST

**ATREIDES** (Weiss): KH, 2C, 5S, 1ST @ Haggas Basin.  
**BENE GESSERIT** (Deb Osborne): 4C, 2S, 4T @ Arrakeen; 3T @ Tuck's Sitch & Habbanya Ridge Sitch; 2T @ Carthag; 1T @ Polar Sink, Sihaya Ridge.  
**EMPEROR** (Teuk): 4C, 19S, 12T & 3\* @ Arrakeen.  
**FREMEN** (Morrison): 4C, 2S, 1L, 1T @ Sitch Tabr, 4T @ False Wall East(s7), 2T @ Habbanya Ridge Sitch, 2T & 1\* @ Polar Sink, 2T & 1\* @ Plastic Basin.  
**GUILD** (Anderson): 4C, 49S, 9T @ Tuck's Sitch, 11T @ Habbanya Ridge Sitch.  
**HARKONNEN** (Bryden): 8C, 19S, 7L, 10T @ Carthag, 3T @ Sihaya Ridge.  
**TANKS:** A 5T, E 3T & 1\*, H 3T, Jamis, Stilgar.

### TURN 5:

1. **Combat:** G (@) with 11T vs F with 2T at Habbanya Ridge Sitch. Guild "voices": "Thou shalt not use a projectile weapon." G plays Guild Rep(1), 6S, and disc 6. F plays Shadout Mapes(3), 2S, "Snooper", and disc 2. G wins 6-5. Both leaders survive.
2. **Spice Collection:** H gets 2S for Carthag and 6S for Sihaya Ridge. E gets 2S for Arrakeen. G gets 1S for Tuck's Sitch.

### TURN 6:

1. The Storm moves to Sector 2.
2. **Spice blows** occur at Habbanya Ridge Flat (10) and Minor Erg (3). 6S remain at Oh Gap.
3. **Bidding:** B & F collect 2S CHOAM charity. There are two cards up for bid. F bids 2S, gets 2S (-2S to E). No bid on bids on the second card. It will return next time.
4. **Revival:** A revives 2T. E revives 3T (-4S). F revives 2T. G revives 1T, then plays the "Chola" card to revive 5T more. H revives 2T.
5. **Shipping:** G goes last. F ships 6T to Sitch Tabr. H ships 1T to Minor Erg (-2S to G). B hutchhikes 1T. G ships 6T to Sitch Tabr (-3S); B hutchhikes 1T.
6. **Movement:** A moves 13T from Haggas Basin to Plastic Basin. B moves 2T from Habbanya Ridge Sitch to Habbanya Ridge Flat(s18). F moves 2T & 1\* from Polar Sink to Minor Erg. H moves 3T from Sihaya Ridge to Minor Erg.
7. **Combat:** F with 2T & 1\* vs H (@) with 4T at Minor Erg. G with 6T vs F (@) with 7T at Sitch Tabr.

Due next time are orders for Turn 6 Combat through Turn 7 Spice Blow. Note that the Guild could win it this time. The Bene Gesserit may want to invoke Bryden's rule and deny the Guild use of "the Voice"; then again, she may not... In either case, Me Nar has randomly selected the Minor Erg battle to happen first. If the Fremmen don't have a "Chesep Hero(ine)" card, they will not be able to play a leader at Sitch Tabr (even if Harkonnen played a captured Fremmen leader—they both would be at Minor Erg). Spice blows, anyone?

**ATREIDES** (Weiss): KH, 2C, 5S, 1ST @ Plastic Basin.

**BENE GESSERIT** (Deb Osborne): 4C, 2S, 4T @ Arrakeen; 3T @ Tuck's Sitch; 2T @ Carthag & Habbanya Ridge Flat(s18); 1T @ Habbanya Ridge Sitch, Polar Sink, Sihaya Ridge, Sitch Tabr, Minor Erg.

**EMPEROR** (Teuk): 4C, 19S, 12T & 3\* @ Arrakeen.

**FREMEN** (Morrison): 4C, 0S, 1L, 7T @ Sitch Tabr, 4T @ False Wall East(s7), 2T @ Habbanya Ridge Sitch, 2T & 1\* @ Minor Erg, 2T & 1\* @ Plastic Basin.

**GUILD** (Anderson): 3C, 49S, 9T @ Tuck's Sitch, 11T @ Habbanya Ridge Sitch, 6T @ Sitch Tabr.

**HARKONNEN** (Bryden): 8C, 25S, 7L, 10T @ Carthag, 4T @ Minor Erg.

**TANKS:** A 3T, E 1\*, H 1T, Jamis, Stilgar.

**LEGEND:** \* = starred token, (@) = aggressor, A = Atreides, B = Bene Gesserit, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, KH = Kwitzsch Haderach, L = leaders, S = spice, s# = sector #, T = token.



# MAGIC REALM

## Trolls & Giants!



### Day 6

#### THE CAST:

John Butitta: Willie the Pilgrim  
 Marcel Carbonneau: Amber Rose the Amazon  
 Don Chinnery: Rias the Wizard  
 Dan Farrow: Simplo the Sorcerer (aka Misty)  
 Dan Osborne: Smaug of the Dark Helmet, a Black Knight  
 Debbie Gaborne: Thorn of the Grotto, an Amazon

#### EVENING 5

Amber Rose plays a MOVE M4 and retreats toward Cr3.

#### DAY 6

#### MONSTER ROLL = 4

Thorn @ CL6: H(6.5 = n), S(Loc 5.2 = nothing), S(Loc 4.2 = chite), S(Loc 6.2 = nothing), M CL5 (cancelled). Reveals Ruins M, Suther 3.  
 Willie @ AW4: H(5.2 = y), H, M OW5, MOW4, Reveals Ruins W.  
 Amber Rose between Cr5 & Cr3: M Cr3, M Cr3, H(4.1 = y), M Cr5, M Cr5. Reveals Dank M, Lost Castle 1, Cairns 5, Flutter 2, Patter 2, Patter 5, Roar 6.  
 Smaug @ CL6: H(4.3 = y), S(Loc 4.1 = chite), S(Loc 5.4 = nothing), S(Loc 2.1 = passages and clues).  
 Rias @ EV4: H(2.1 = y), M MW2, M MW4, MM4: reveals Stink M and Roar 4.  
 Simplo @ Ca6: H(1.1 = y), SPX, SP(enchant tile using MAGIC III\* & PURPLE IV): melts. Reveals Stink C & Pool 6.

#### COMBAT:

Amber Rose could attack the giant, but wouldn't win. Smaug could attack Thorn. Smaug and Thorn could come out of hiding, converse, and share the knowledge of where the secret passage is (for a price?). Thorn could attempt to FOLLOW Smaug in the morning. If Smaug successfully HIDEs he may leave her behind.

Due next time are orders for Evening 6 and Day 7 (WHITE Magic everywhere).

#### BOARD NOTES

Cliff, Oak Woods, and Caves are enchanted. Abat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There is a six-pack of wolves at OW5. There are giants in Cr5 and Le4. There are two H trolls & the Altar at Ru1. The Cairns is at Cr5. The Lost Castle is at Cr1. The Pool and octopus are at Ca6.

#### PRESS

Willie crawls through the brush, dodging from tree to tree, hoping the wolves are asleep.

--\*Utnapihtim\* (continued from p 7)

S<GRE (SP/VP): P(39/111), A(41/96), G(41/76), G(49/120), B(51/90), R(63/120).

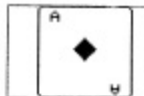
*PRESS:* Red to Orange and Purple: What is the appeal of Northern Africa. Both of you try to take away my dominant position in NAfr. Can't you see that NAfr is dropping in value. Europe is where the game is now (and China and India). We should be looking to slow Green who is about to kick all our butts unless someone passed him a really good [read weak] empire this time. Go back and look at my rolls for the Romana, the dice HATE me. I'm not threat. Go pick on someone else. Having said that, I was pleased to see 4 of those 5s or 6s for me in NAfr this time around. I probably just used up my good rolls and I'm will rollover and play dead next time someone attacks me.

Roll those dice. Let's see lots of 5s & 6s for ME this time.

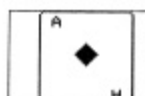
#### BOARD:

AI: Dec, Win; AI: Pin(BM); AIII: Lin(AM); AIV: Bal(C); AV: EDe(c,PM), ECh(C,AM), GaD(OM), Mal.  
 BIII: Ire; BIV: BSh(2), Dni, Hin(2), Silb(c,f,RM), WSt; BV: Irr, Sue(C).  
 GI: Che(f), Sk; GII: CAm(C,f); GIII: OPC, Hig(c,f), Mon, Tar, Wei(2,c), Yel; GIV: GaV, Mek(2), UIn(BM), Yan(2,C,OM).  
 OII: Cau, Con, Mad; OIII: Cey; OIV: Dan, App, Lib, Sha, Sea.  
 PIII: Alb(S,f,PM), Gol(c,f); PIV: Sum, WDe; PV: N(Ca(C).  
 RI: Cre(F,RM), Mor(c,f,BM), Nil, Nub(f), UN; RIV: Ara(C,f,M), EAn, Lev, MT(c), Pal, PPI(f), PSD, UTi(PM), WAn, Zag(AM); RV: CEu(2,C,RM), CMa, Dal, NAp, Pyr(2), SAp(2,RM).  
 W: LT(C,f).  
 Fleet: At(O), Bis(A), BoB(A), Car(A), EMS(A), Nth(O), Red(R), SCS(G), WMS(O).





# BORIS HALL OF FAME



## DIPLOMACY:

- I: Draw 1910, TJ Klausutis (England, 9), David Scharnhorst (Turkey, 9), Jack Shacklett (France, 8), Paul Saunders (Russia, 5), Wayne Morrison (Italy, 4)  
II: Concession 1908, Don Patrick (Austria, 14 centers)  
III: Win 1911, James Fryling (France, 18 centers)  
IV: Win 1913, James Fryling (Austria, 20 centers)  
V: Win 1909, Wayne Morrison (England, 18 centers)

## DUNE

- Wayne Morrison (Fremen, 2 strongholds) & Ron Fisher (Guild, 1 stronghold) (4 player)  
Wayne Morrison (Fremen)

## 1830

- "Cruelty is In": TJ Klausutis (4 player)  
"Greed is Good": Don Chinnery (5 player)  
"16 Tons" (Coalfields Variant): Mark Frueh (6 player)  
"Revenge is Sweet": Chuck Hanna (6 player)

## 1835

- A: Chuck Hanna (4 player)  
B: Dan Farrow (7 player)

## HISTORY OF THE WORLD

- "Olgamesh": Chuck Hanna  
"Enkidu": Rudy Zodda  
"Inshullana": Michael Tsuk

## THE HUNT

1. Dan Farrow (10.16 in 5)  
2. Scott Cameron (12.67 in 5)  
3. John Butitta (11.58 in 5)

## KREMLIN:

- Paul Saunders (4 player)  
Mark Frueh (3 turns, 6 players)

## MAGIC REALM

- Dan Farrow & Scott Cameron (-8 VP, co-victors, 8 players)

## SILVERTON:

- Bill Wordelmann (6 players, Basic Game)

## STELLAR CONQUEST

- "Golan Treviso": Keith Sealer

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## COLONIAL DIPLOMACY Initial Set-Up:

- BRITAIN: A Del, A Mad, F Aden, F Bom, F HK, F Sin  
CHINA: A Can, A Mac, A Pek, A Sha, A Sik  
FRANCE: A Coc, A Ton, F Ann  
HOLLAND: A Bor, F Jav, A Sum  
JAPAN: A Kyo, F Kyu, F Ota, F Tok  
RUSSIA: A Mos, A Oms, A Vla, F Ode, F P.Art  
TURKEY: A Ang, F Bag, F Con



# ON DECK

## Who's Signed Up for What

- (ADVANCED) CIVILIZATION: Beck, Farrow, Deb Osborne, Ringhoffer, Zieske; need 3 more.
- BRITANNIA: Beck, Quist, Zieske; need 1 more.
- COLONIAL DIPLOMACY: Boyum; need 6 more.
- CONQUISTADOR: Farrow; need 3 more.
- DIPLOMACY: Gunar, Boyum, Morrison, R. Fisher; need 3 more.
- DOWN WITH THE KING: Deb Osborne; need 3 to 5 more.
- 1830: Beck, Farrow, Ringhoffer, Zieske; need 3 more.
- 1835: Beck, Farrow, Zieske; need 3 to 4 more.
- 1856: Farrow, Zieske; need 4 more.
- 1870: Farrow, Zieske; need 4 more.
- GUNSLINGER: Farrow; need 4 to 5 more.
- HISTORY OF THE WORLD: Farrow; need 5 more.
- KREMLIN: K Wilson; need 5 more.
- LIFT-OFF: Bargender, Farrow; need 2 to 4 more.
- MAHARAJAH: Beck, Tsuk; need 2 more.
- SILVERTON: Morrison, Zieske; need 3 to 4 more.
- STELLAR CONQUEST: two
- SUMMIT: Bargender; need 5 more.
- TITAN: Bargender, Dan Osborne; need 4 four.

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 DEADLINE FOR MOST GAMES IS 1200 NOON CENTRAL TIME 6 JAN 96  
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## THE BOTTOM LINE

This is BORIS THE SPIDER, a 'zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 208 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy or \$1 by E-mail via GEnie or INET. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul R. Bolduc". BORIS can be reached at (904) 863-9081, INET BOLDUC@EQLIN.AF.MIL or P.BOLDUC1@GENIE.GEIS.COM, and GEnie P.BOL.DUC1. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in old-time TV, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing the Mighty Ma Nar's recorded message.

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